

Acorn Archimedes Premier Manager

Addendum Sheet

System Requirements: RISC OS and 1MB RAM.

Manual Changes

Page 2 LOADING INSTRUCTIONS

1. Insert the Premier Manager game disc into your disc drive.
2. Click the disk drive icon on the icon bar.
3. Double click the Premier icon in the directory window that appears

NOTE

If you do not have enough free memory available, a message such as " Application needs at least 600k to start up" will appear and the game will not start.

If this happens try the following remedial procedures:

- a) Reset your machine and run Premier Manager before any thing else.
- b) Run the MaxMem utility supplied on the Premier Manager disc. This has the effect of reducing all the system memory areas (font cache, system sprites, RAM disc etc.) to their minimum sizes.
- c) Change to a screen mode that uses less memory (see the RISC OS user guide for further details)

Using Premier Manager

Once the game has loaded it's icon will appear on the icon bar. The game's display can be viewed in two ways, either in a window on the RISC OS desktop, or in full screen mode. If you want to know more about the difference between these two modes, consult the next section. If, however, you want to get straight into the game, select "full screen" from Premier Manager's icon bar, and turn to the section in the manual entitled "Protection".

Display modes

In full screen mode, Premier Manager takes over the whole computer. Other programs running on the OS desktop are effectively suspended until you return to the Desktop. You can do this at any time by pressing F12. The "full screen" submenu found on the game's icon bar menu contains a list of all the screen modes that Premier Manager can use to generate a full screen display. The exact contents of this list will vary depending on the type of monitor you are using, but generally speaking you should use mode 13 if you have a TV, standard monitor or a multi frequency monitor, and mode 28 if you have a VGA or Super-VGA monitor.

Premier Manager can also be played in a window in the desktop, if you have sufficient memory available. To open the game window simply click on the Premier Manager icon. The game window can be viewed in any screen mode, but realistically you will only find the game playable in 256 colour modes. In other modes the colours shown inside the window will be incorrect, and it will take longer to draw the window, and therefore slow the game down.

Suitable modes include 15 and 26. If you have a VGA or Super-VGA monitor, try 28. If you have a multi frequency monitor, you may also use mode 21 or 40. Finally, if you are very short of memory, try mode 13.

Page 6 MAIN OPTIONS SCREEN

There are only eleven options on the main options screen. The Load/Save option (5) shown on this page is not present. See later for more details of how to perform these tasks.

Page 7 GROUND IMPROVEMENTS SCREEN

Improving your ground

To make an improvement, first click on the line describing that feature (e.g. Supporters club) and then click on the box at the top right of the screen which details the cost.

Standing and seating capacities.

The first figure shown is the average attendance. The second figure is the capacity of the ground.

Page 8 FILLING THE SPONSOR BOARD

When scrolling through the available sponsors or pitch board positions, the adjust button can be pressed to move to the next available sponsor or board.

Page 11 BUYING PLAYERS

In the example shown on the page, the player's value and contract fee have been accidentally reversed. The player's value should be £10000, and the contract fee £5000.

If your bid for a player is too low, or if that player is from more than one division higher than your club, your bid will not appear on the list of bidders. This is because the selling club would not even consider accepting your bid. In addition, you will not be able to bid if there are spaces in your squad.

Page 14 SQUAD DETAILS

In addition to the statistics listed in the table there is a column headed ST which shows each player's stamina.

Page 16

The red and yellow cards do not appear. Instead, your players are highlighted (in red or yellow), to indicate any cards they might have received.

Page 18 LOADING AND SAVING

Saving a game.

Games can only be saved from the RISC OS desktop. If you are playing the game in full screen mode, first press F12 to go back to the desktop. To save the game, select "Save" from the Premier Manager icon bar menu.

Loading a game.

To load a saved game, either double click on its icon, or drag it into the Premier manager icon or window.

Page 20 FINANCES

The yearly statement includes all transactions in the year to date, except those which are detailed on the daily statement.

Page 22 TELEPHONE

The name of the currently selected manager is printed on the telephone, to avoid confusion during multi-player games.

Page 30 END OF THE SEASON

The two letters are now labelled "Accept" and "next" - hopefully their meaning is obvious.